WAL::Component

_entity

+ operator=()
+ ~Component()
+ clone()
+ onStart()
+ onStop()
# Component()
# Component()

BBM::MusicComponent

+ volume
- _music
- _musicPath

+ playMusic()
+ stopMusic()
+ pauseMusic()
+ setVolume()
+ turnDownVolume()
+ turnUpVolume()
+ setPitch()
+ isPlaying()
+ updateMusicStream()
+ clone()
+ MusicComponent()
+ MusicComponent()
+ ~MusicComponent()
+ operator=()